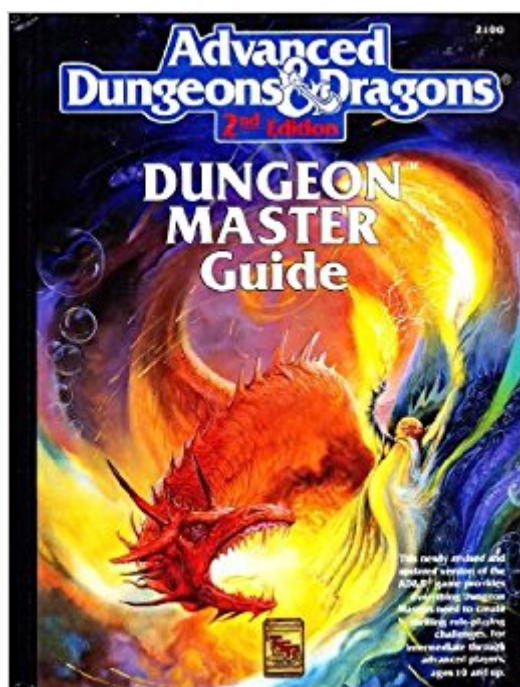


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# The Dungeon Master Guide, No. 2100, 2nd Edition (Advanced Dungeons And Dragons)



## Synopsis

Augments and expands on the rules of play for the Dungeons & Dragons role-playing game, explaining the role of the Dungeon Master and reconciling previously discovered inaccuracies, inconsistencies, and other problems.

## Book Information

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## Customer Reviews

Augments and expands on the rules of play for the Dungeons & Dragons role-playing game, explaining the role of the Dungeon Master and reconciling previously discovered inaccuracies, inconsistencies, and other problems.

I wrote a long review about the AD&D Player's Handbook that discuss the feel of AD&D a little bit so for this review I'm just going to cover this, the Dungeons Master's Handbook. The DM's Handbook is an extremely useful tool...for some things. You in no way NEED it to play AD&D. The DM's Handbook is for your DM only and is a guide to how to DM basically. It gives you examples of how to set up encounters, how to build a dungeon, and how to make a campaign or quest. For me there are only two areas that I find extremely useful. One is that the DM's Handbook gives you your saving throw tables to see if a character is affected by a spell or poison or what have you. The other is that this book contains a list of tons of magical items and other useful/rare items that your characters could find. Now, you may wonder why I feel this book is still not completely needed. The reason is that if you are a more experienced DM or you just like doing everything yourself then you don't need this book. Things like saving throws can be completely story based for example. If your

story needs a character to survive or fall then you just say it happens without rolling for it. If you want the current battle to end quickly then you just say it does. Inside of the AD&D world the DM is the absolute controller of all so you shape the story as you like, with the players cause fun and trouble along the way. The magical items are nice to have but if you like to create then you can just make up your own items that better fit your campaign. In the end this book is great for new DMs or times when you need a quick encounter or item to throw at the party.

Very good condition and we are very pleased. Thank you

Again, this book was worn in as expected with such an old edition. I'm suspecting that the previous owner put some kind of spell on this book so that we, the old school gamers, will encounter some outstanding scenarios that need super hero daring-do.\*Slightly bothered there were no hidden maps or mysterious messages left inside one of the pages, j/k.

Every 2nd Edition Dungeon Master kitten needs a copy of this book to do dungeon mastering kinds of things! This kitten was happy to get its paws on a used copy and likes the game system better than subsequent editions of D&D (though it does admit 5th edition looks really nice).

cool

I bought a bunch of used AD&D books to get my son started down the nerdy path! This book, like all the others, came in great shape, at a great price. I could not be more pleased. Recommend!

If you're into D&D already, you probably know what this is. If you don't know what this is and you're not sure if you should buy it, it's essential for 2nd edition. You really cannot play without it. This book is a classic and it came in great condition considering how old it is. There was some highlighting and stuff like that, but it's not destructive. I actually find it quite helpful, so thank you Slater, whomever you are.

Good quality, no issues with it being used. Binding was still together. Great times going back to the old school D&D days.

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